

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listing, of claims in the application:

Listing of Claims:

1. **(Currently Amended)** A method of resource lookup comprising:

2 generating a code by compiling an application source file and a project file of the
application source file;

4 receiving a resource identifier from ~~an~~the application source file indicating a resource to
be utilized by the application, ~~wherein the resource identifier does not indicate a protocol or a~~
6 ~~location for the resource;~~

8 locating the resource based on the resource identifier and the code generated during
compilation of the application; and

 returning the resource to the application.

2 2. **(Currently Amended)** The method of claim 1, wherein receiving ~~a~~the resource
identifier from ~~an~~the application source file comprises receiving the resource identifier via an
Application Program Interface.

3. **(Original)** The method of claim 2, wherein the resource identifier is a string
2 representing a name of the resource.

4. **(Original)** The method of claim 1, wherein the code generated during compilation of
2 the application comprises a switch statement having one or more cases.

5. **(Original)** The method of claim 4, wherein each case of the switch statement
2 comprises resource information identifying the resource indicated by the resource identifier.

6. **(Original)** The method of claim 1, wherein returning the resource to the application
2 comprises returning an object that is an instance of a class of the resource.

7. **(Original)** The method of claim 1, wherein returning the resource comprises returning
2 an open stream to the resource.

8. **(Currently Amended)** A system for resource lookup comprising:

2 a processor; and

a memory coupled with and readable by the processor and containing a series of

4 instructions that, when executed by the processor, cause the processor to generate a code by
compiling an application source file and a project file of the application source file and to receive

6 a resource identifier from anthe application source file indicating a resource to be utilized by the
application, wherein the resource identifier does not indicate a protocol or a location for the

8 resource, and to locate the resource based on the resource identifier and the code generated
during compilation of the application, and return the resource to the application.

9. **(Currently Amended)** The system of claim 8, wherein receiving athe resource

2 identifier from anthe application source file comprises receiving the resource identifier via an
Application Program Interface.

10. **(Original)** The system of claim 9, wherein the resource identifier is a string

2 representing a name of the resource.

11. **(Original)** The system of claim 8, wherein the code generated during compilation of

2 the application comprises a switch statement having one or more cases.

12. **(Original)** The system of claim 11, wherein each case of the switch statement

2 comprises resource information identifying the resource indicated by the resource identifier.

13. **(Original)** The system of claim 8, wherein returning the resource to the application

2 comprises returning an object that is an instance of a class of the resource.

14. **(Original)** The system of claim 8, wherein returning the resource comprises

2 returning an open stream to the resource.

15. **(Currently Amended)** A tangible machine-readable medium encoding a computer

2 program of instructions for executing a computer process for resource lookup by a computer
system, said computer process comprising:

4 generating a code by compiling an application source file and a project file of the
application source file;

6 receiving a resource identifier from ~~an~~the application source file indicating a resource to
be utilized by the application, ~~wherein the resource identifier does not indicate a protocol or a~~
8 ~~location for the resource;~~

10 locating the resource based on the resource identifier and the code generated during
compilation of the application; and

returning the resource to the application.

16. (Currently Amended) The tangible machine-readable medium of claim 15, wherein
2 receiving ~~a~~the resource identifier from ~~an~~the application source file comprises receiving the
resource identifier via an Application Program Interface.

17. (Currently Amended) The tangible machine-readable medium of claim 16, wherein
2 the resource identifier is a string representing a name of the resource.

18. (Currently Amended) The tangible machine-readable medium of claim 15, wherein
2 the code generated during compilation of the application comprises a switch statement having
one or more cases.

19. (Currently Amended) The tangible machine-readable medium of claim 18, wherein
2 each case of the switch statement comprises resource information identifying the resource
indicated by the resource identifier.

20. (Currently Amended) The tangible machine-readable medium of claim 15, wherein
2 returning the resource to the application comprises returning an object that is an instance of a
class of the resource.

21. (Currently Amended) The tangible machine-readable medium of claim 15, wherein
2 returning the resource comprises returning an open stream to the resource.